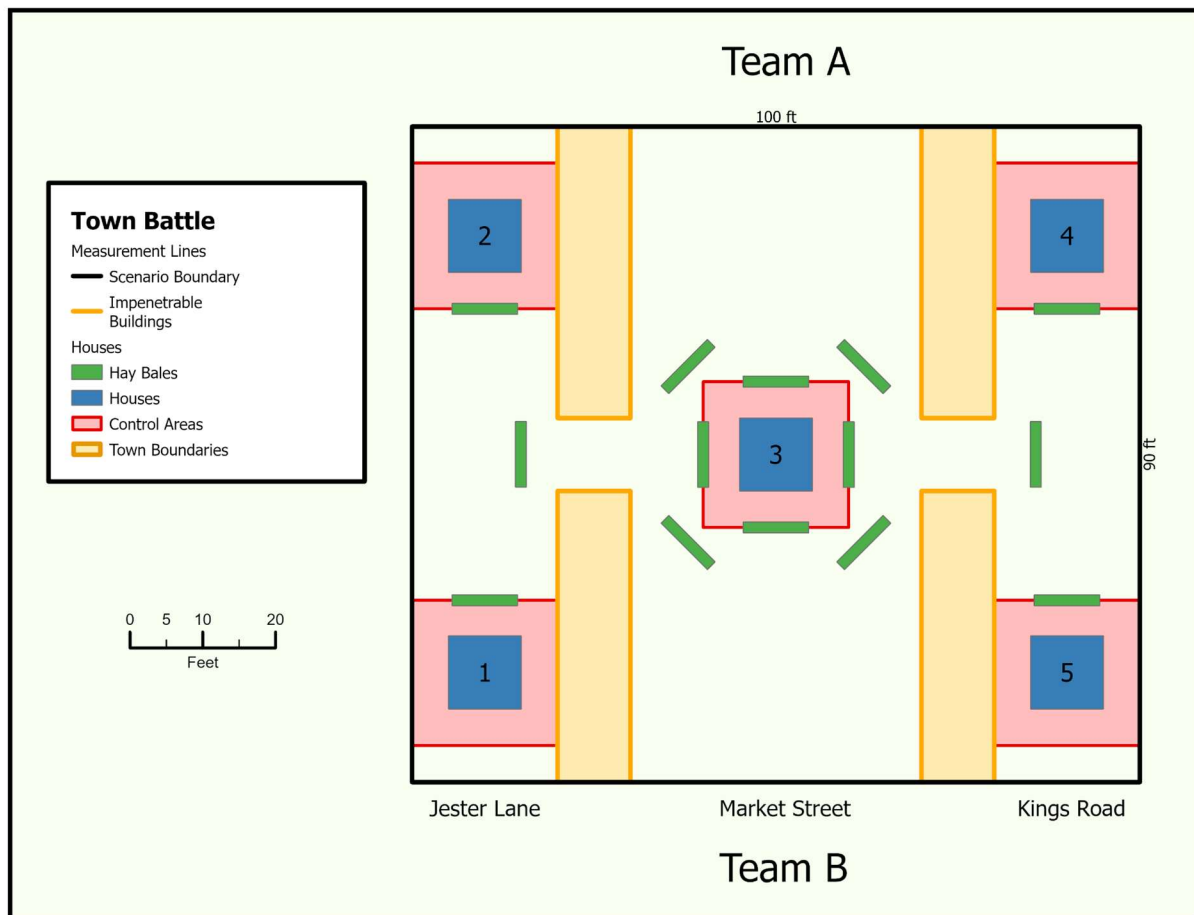


2025 - Armored and Rapier Town Battle



Shorthand Description: T R J C S F S F

Struggle for Market Square!

In the heart of a bustling medieval town, two opposing forces prepare to clash over control of its vital lanes and strongholds. The battlefield is divided into three distinct paths, each offering unique challenges and opportunities for those brave enough to traverse them. Five key capture points, marked by flags raised within buildings, hold the promise of victory for the team that can seize and defend them.

Jester Lane, the leftmost path, invites the agile and resourceful. This route forbids archery and missile weapons, making it a haven for close combat and flanking maneuvers. Those unburdened by martial titles find their place here, weaving through alleys to outwit their opponents. At the center lies Market Street, the main thoroughfare and the most direct route to the heart of the conflict. Archers take advantage of the open space, as warriors from both sides converge in chaotic skirmishes for control of the central flag, the symbolic "Town Square." To

the right, Kings Road stands as a proving ground for the most distinguished warriors. Reserved for martial peers, this lane disallows missile weapons and becomes a crucible of melee combat.

Strategic resurrection points allow fallen warriors to return to the fray, provided their team maintains control of the area. The flags, representing each team's dominance, must be raised and defended to keep resurrection points active. Every barrier, from the hay bales blocking direct paths to the boundaries of the map itself, adds to the complexity of the struggle. Combatants must respect the limits of the battlefield, lest they forfeit their position and require resurrection.

Victory hinges on the ability to control the field. The team that captures and holds all five flags uncontested achieves ultimate triumph. If the flags remain divided, victory is determined by the discipline and resilience of each side, as measured by their resourcefulness in battle. With honor, courage, and cunning, warriors will determine who claims the glory of Market Square.

Physical Layout:

There are FIVE capture points resurrection areas indicated by squares around metal buildings indicated on the map in blue squares. The black lines on the map are considered edge of the world and are defined by rope. If someone goes outside of this they would have to resurrect. The hay bales indicated on the map can be fought over but must be traversed by going around - no jumping over. The edge of the world at your team's side may be crossed to resurrect.

The map features three distinct lanes with interconnected paths:

Jester Lane (Left Lane):

NO ARCHERY OR MISSILE WEAPONS. This lane offers a less direct route, allowing for flanking attacks. Any person who is not a martial peer may enter this lane. It contains two flags (one closer to each team's side) and can access Market Street through a central alley.

Market Street (Middle Lane):

ARCHERY ALLOWED FOR ARMORED SCENARIO. This is the most direct route through the town. It contains the central flag, "Town Square", which may be the most contested due to its strategic position. Battles in this lane will likely be the most intense and chaotic. Both Jester Lane and Kings Road have access points to Market Street.

Kings Road (Right Lane):

NO ARCHERY OR MISSILE WEAPONS. Only martial peers wearing insignia of their rank may enter this lane. It also holds two resurrection Points (one nearer each side) and has access to Market Street through a central alley.

Rapier Considerations: Spear at 1 of every 10 combatants is allowed, DFB is allowed

Scenario Description:

Overview:

This scenario is a one hour resurrection battle. This battle takes place in a town-like setting, featuring a three-lane map. The lanes are named Market Street, Kings Road, and Jester Lane. The map includes three main lanes that converge toward the center of the town, with resurrection.

Resurrections:

Each side has unlimited resurrections and begins with one home resurrection point indicated as "Team A" and "Team B" on the picture.

Combatants should consider themselves "engaged" if they are inside one of the buildings. Outside of the buildings regular line engagement rules apply. There is no death from behind in this scenario.

To capture a point, you must raise the flag with the color assigned to your team.

For the capture point to be an active resurrection, there must be no enemies within the area of control for 30 seconds. Even a single enemy breaching the area of control, will deactivate the resurrection ability of that capture point. The resurrections must happen at the flag.

Victory Conditions:

Primary Victory: One side must capture all five flags and hold them uncontested for 30 seconds. Once all points are controlled by one team, that team wins immediately. Control of a flag is defined by at least one member of a team with a hand on the flag while no one from the opposing team are inside the building

Secondary Victory: If not all flags are captured within one hour the buildings will have a time of possession clock on each building. The side that holds the building the most based upon the time-of-possession counters will be determined to have won that building. The team that is determined to have won the most buildings will be awarded the war point.